

Amendments to the Claims:

This listing of the claims will replace all prior versions, and listings of claims in the present patent application:

Listing of Claims:

Claim 1 (Currently Amended). A method in which a user interacts within an immersive online community having avatar virtual objects, said method comprising the steps of:

interconnecting multiple computers using telecommunications mechanisms optimized for low band width connections;

providing a set of user tools including identity tools[[;]] that allows users of each client computer to select said multiple computers, through use of said identity tools selecting a set of characteristics to represent avatar objects wherein each of said characteristics is associated with a unique personality specified by the user and represents the user in the online community;

providing a set of interface tools[[;]] that are configured to support having said avatar objects interact interacting with each other so, utilizing predetermined ones of said interface tools, such that said avatar objects receive real-time responses to stimuli initiated by other avatar objects, said set of interface tools comprising an interface engine; said avatar objects interactively passing user generated content between said avatar objects and said user under administrative controls; and said users, through said computers, controllably

downloading the interface engine that supports low bandwidth connections to each client, wherein the interface engine is configured as a Java applet that is cached within a Java enabled web browser; and

navigating said avatar objects on each client within the confines of the immersive online community by receiving dynamically generated content.

Claim 2 (Cancelled).

Claim 3 (Previously Presented). The method of Claim 1 wherein the navigation is metaphorically correct representation of a three dimensional world.

Claim 4 (Previously Presented). The method of Claim 1 wherein the response to stimuli includes said users sending projectiles between at least one avatar object and another avatar object.

Claim 5 (Currently Amended). The method of Claim 1 wherein the response to stimuli further comprises a user interacting with a 3-D metaphor, ~~includes a user dancing in a metaphorically correct manner.~~

Claim 6 (Previously Presented). The method of Claim 1 wherein the response to stimuli include a user playing games with other avatar objects.

Claim 7 (Previously Presented). The method of Claim 1 wherein said users create objects using interactive Java tools to interact within the immersive online community.

Claim 8 (Currently Amended). The method of Claim 1 wherein a user employs verbal invocations that leads to actions selected from the group consisting of such as projectile throwing, dancing and game playing.

Claim 9 (Previously Presented). The method of Claim 1 wherein a user participates in the economy on the immersive online community via use of an economy tool.

Claim 10 (Original). The method of Claim 1 wherein the administrative controls provide governance and logging to user actions with the immersive online community.

Claim 11 (Currently Amended). A computer system contained within a computer network comprising:

multiple computers connected together using telecommunications mechanisms that support optimized for low band width connections;

a plurality of users using said multiple computers to communicate with each other by way of a plurality of avatars;

~~said computer system comprising~~ a set of user tools including identity tools for use by said users to select a set of characteristics to represent an avatar object wherein each of said characteristics is associated with a unique personality specified by a user and represents the user in the online community; and

a set of interface tools for use by said users to cause said avatar objects to interact with one other avatar objects such that said other avatar objects receive real-time responses to stimuli initiated by said avatar objects and to cause said avatar objects interactively to pass user generated content between said other avatar objects and said user under administrative controls; and

at least one client configured to employ the set of interface tools, wherein the set of interface tools further comprises an interface engine that is downloaded to each client, wherein the interface engine is configured as a Java applet that is cached within a Java enabled web browser.

Claim 12 (Previously Presented). The system of claim 11 which further includes means for the users to control navigation of said avatar objects within the confines of the immersive online community.

Claim 13 (Previously Presented). The system of claim 12 wherein said navigation is metaphorically correct representation of a three dimensional world.

Claim 14 (Previously Presented). The system of claim 11 which further includes Interactive Java tools for use by the users for creating objects to interact within the immersive online community.

Claim 15 (Currently Amended). The system of claim 11 wherein the user employs verbal invocations that leads to actions selected from the group consisting of such as projectile throwing, dancing and game playing between said first avatar objects and other avatar objects.

Claim 16 (Previously Presented). The system of claim 11 which further includes an interface engine residing within a Java environment, the interface engine updating dynamically using Java standard class libraries.

Claims 17-20 (Cancelled).

Claim 21 (New). The method of claim 1 wherein the interface engine that is downloaded to each client is configured as a small download.

Claim 22 (New). The method of claim 21 wherein the small download corresponding to the interface engine is configured to be approximately 30 kilobytes.

Claim 23 (New). The method of claim 11 wherein the interface engine that is downloaded to each client is configured as a small download.

Claim 24 (New). The method of claim 23 wherein the small download corresponding to the interface engine is configured to be approximately 30 kilobytes.